

### REMARKS

This Amendment is being filed in response to the Decision of the Board. Reconsideration and allowance of the application in view of the amendments made above and the remarks to follow are respectfully requested.

Claims 1-4 and 6-9 were pending in this application of which Claims 1 and 6 are independent claims. Claims 10-14 are added by this amendment of which Claim 10 is an independent claim.

In the Decision of the Board, the rejections of Claims 1 and 6 under 35 U.S.C. §103(a) is sustained as unpatentable over U.S. Patent No. 4,521,014 to Sitrick ("Sitrick") in view of U.S. Patent No. 4,710,873 to Breslow ("Breslow"), however "[b]ecause the basic thrust of [the Boards] reasoning differs from that advanced by the examiner, [the Board] designate[d] the sustained rejections as new grounds of rejection under 35 CFR §1.196(b)" allowing the Applicant an opportunity to file this amendment. (See, the Decision of the Board, page 4, first full paragraph.)

In the Decision of the Board, it is stated that "the combined teachings of Sitrick and Breslow do support a conclusion that the subject matter set forth in Claims 1 and 6 would have been obvious within the meaning of § 103(a). Sitrick and Breslow collectively describe the use of the players' visual image to represent the player within the presentation of a game as an interactive

enhancement feature which makes the game more personal and exciting. The teaching of those benefits would have provided the artisan with ample suggestion or motivation to utilize visual images of the players in Sitrick's multiplayer game as, for example, playing objects controlled by the respective players. This incorporation of the players video images into the game would necessarily result in the backfeed and display of the video image of the "currently high-scoring player," whomever that might be, within the gaming environment in a prominent location during the particular session of the game..." (See the Decision of the Board, page 7, paragraph 2 continuing into page 8.)

However, neither Sitrick nor Breslow alone or in combination teach "displaying the gaming environment, and the video image of the currently high-scoring player of the multiple players, wherein the image of the currently high scoring player is displayed in a more prominent location than the images of others of the multiple players, during the particular session of the video game" as required by Claim 1, and as substantially required by each of Claims 6 and 10.

Breslow merely shows that a current player can be shown as competing against past champions. There is no teaching present that a displayed image of one player is displayed more prominently than a displayed image of other players.

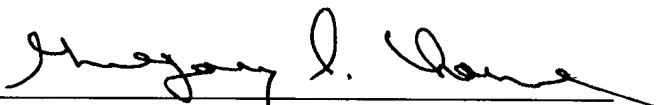
Accordingly, Claims 1, 6, and 10 are patentable over any combination of Sitrick and Breslow. Claims 2-4, 7-9, and 11-14 respectively depend from one of Claims 1, 6, and 10 and are therefore, also patentable for at least that reason as well as for the separately patentable elements contained in each of the claims.

Based on the foregoing, the Applicants respectfully submit that Claims 1-4 and 6-14 are patentable over the prior art of record and notice to this effect is earnestly solicited.

The Applicant has made a diligent and sincere effort to place this application in condition for immediate allowance and notice to this effect is earnestly solicited.

Early and favorable action is earnestly solicited.

Respectfully submitted,

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**CERTIFICATE OF MAILING**

It is hereby certified that this correspondence is being deposited with the United States Postal Service as first-class mail in an envelope addressed to:

COMMISSIONER FOR PATENTS  
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On January 21, 2003

By Noemi Chapc

## APPENDIX

1. (Five times amended) A method for operating a multi-player video game, the method comprising:

enabling each player of multiple players to interact with a gaming environment,

machine-detecting a score and/or performance of each player in a particular session of the video game,

backfeeding into the gaming environment a video image of a currently high-scoring player, and

displaying the gaming environment, and the video image of the currently high-scoring player of the multiple players, wherein the image of the currently high scoring player is displayed in a more prominent location than the images of others of the multiple players, during the particular session of the video game.

6. (Five times amended) A video game system being arranged for running a multi-player video gaming environment, comprising

a user interface that is configured to enable each player of multiple players to interact with the gaming environment,

a detector that is configured to detect a score and/or performance of each player during a particular session of the video game,

a backfeeding device that is configured to:

backfeed into the gaming environment a video image of a currently high-scoring player of the multiple players, and

a display that is configured to display the gaming environment, and the video image of the currently high-scoring player, wherein the image of the currently high scoring player is displayed in a relatively more prominent position than the images of others of the multiple players, during the particular session of the video game, and

one or more cameras that are configured to provide the video image of each player.